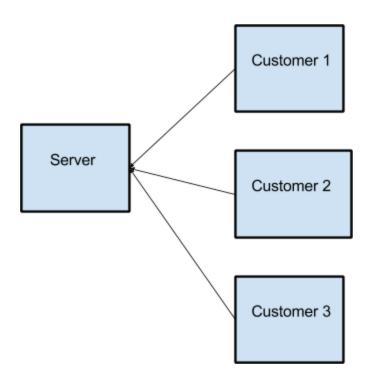
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Ticketing System

Architecture:

The ticketing system is based on the client-server model implemented using socket programming in Java. The server is a concurrent server which is capable of handling multiple clients simultaneously. The server runs on a well known port and waits for incoming connections. The clients can connect to the server using its host address and port number.



Features:

The server has a Venue Object which holds the information such as number of rows in the venue, number of seats per row, total available rows etc. Server is capable of performing the following functions.

1. Register

When a client connects to the server, client has to register itself using the email address before making a reservation.

2. Find and Hold Seats

The client can specify the number of seats to be held.

3. Reserve

The client will have up to a predefined time (in seconds) to confirm the reservation. If the timer expires, the held seats will be released by the server. The client has to book again.

4. Display Reservation Information

The client can query the server to display the reservation information.

Assumptions:

- 1. Boundary conditions:
 - a. No of rows is ≥ 1
 - b. No of seats per row is >= 1
- 2. All rows will have equal number of seats
- 3. A user can have multiple reservations. Once registered a user can perform multiple reservations.

Defaults:

The defaults can be changed in Constants.java file under codingchallenge.constants package.

- 1. No of rows = 10
- 2. Seats per row = 10
- 3. Timeout for holding seats = 10 secs
- 4. Server Port = 9999

Algorithm:

The algorithm makes best effort to place people in a group adjacent to each other but it is not guaranteed. Algorithm uses a **binary search** approach to find and hold seats for a specific group of people specified by the user. The time complexity will be log N to search and hold seats for the user.

Tools Used:

The project can be compiled and run on Java 8.

The following maven dependencies have been used.

- 1. Log4i logging
- 2. Jacoco Running unit tests and generating reports
- 3. JUnit Unit tests

Screenshots:

Server Startup

```
ticket-reservation-system — java -cp target/codingchallenge-1.0-SNAPSHOT-jar-with-dependencies.jar codingchallenge.ServerInit 9002 5 10 — 175×42

-/gitworkspace/ticket-reservation-system — java -cp target/codingchallenge-1.0-SNAPSHOT-jar-with-dependencies.jar codingchallenge.ServerInit 9002 5 10 — +

us173772:ticket-reservation-system suryanarayan17$ java -cp target/codingchallenge-1.0-SNAPSHOT-jar-with-dependencies.jar codingchallenge.ServerInit 9002 5 10

2017-11-12 21:46:22 INFO ServerInit:36 - No of rows: 5

2017-11-12 21:46:22 INFO ServerInit:37 - No of seats per row: 10

2017-11-12 21:46:22 INFO ServerInit:44 - Ticketing Server is listening on port 9002

2017-11-12 21:46:22 INFO ServerInit:45 - Waiting for incoming client connections.
```

Client StartUp

```
ticket-reservation-system — java -cp target/codingchallenge-1.0-SNAPSHOT-jar-with-dependencies.jar codingchallenge.Clientlnit localhost 9002 — 175×42

java -cp target/codingchallenge-1.0-SNAPSHOT-jar-mendencies.jar codingchallenge-1.0-SNAPSHOT-jar-mendencies.jar codingc
```

Client Registration

Client -1 Hold and Reserve Tickets

Client-2 Hold and Reserve Tickets

Client -1 View Reservation